



**VULGUS
CONVERSION KIT
INSTRUCTION
MANUAL**

SNK Electronics Corporation ***SNK***

3043 KASHIWA ST., TORRANCE, CALIFORNIA 90505

PHONE (213) 539-2744

TELEX: 182426



CONVERSION KIT CONTENTS:

- 1 - MAIN PRINTED CIRCUIT BOARD**
- 1 - P.C. BOARD CAGE (FCC REQUIRED)**
- 1 - CONNECTING WIRING HARNESS**
- 1 - 8-WAY JOYSTICK**
- 4 - FIRE BUTTONS**
- 1 - MARQUEE**
- 1 - MONITOR BEZEL OVERLAY**
- 1 - CONTROL PANEL OVERLAY**
- 1 - PLEX CONTROL COVER**
- 2 - SIDE STICKERS**
- 1 - PLAY INSTRUCTION & FUNCTION LABELS**
- 1 - TECHNICAL SERVICE MANUAL**

Note: Replacement Accessories Available Through Your Distributor...OR

SNK ELECTRONICS CORP.



TO THE TECHNICIAN

INTRODUCTION

This instruction manual has been specifically designed for your use. It will provide you with adequate information to convert your old game as simply as possible.

Contained herein are schematic diagrams for working with our printed circuit board. For better

understanding, a Main Block Diagram and a Sound Board Block Diagram are supplied.

Everything that you will need to construct your new game is provided in this kit, as listed on the preceding contents page.

CAUTION

F. C. C. REGULATION COMPLIANCE

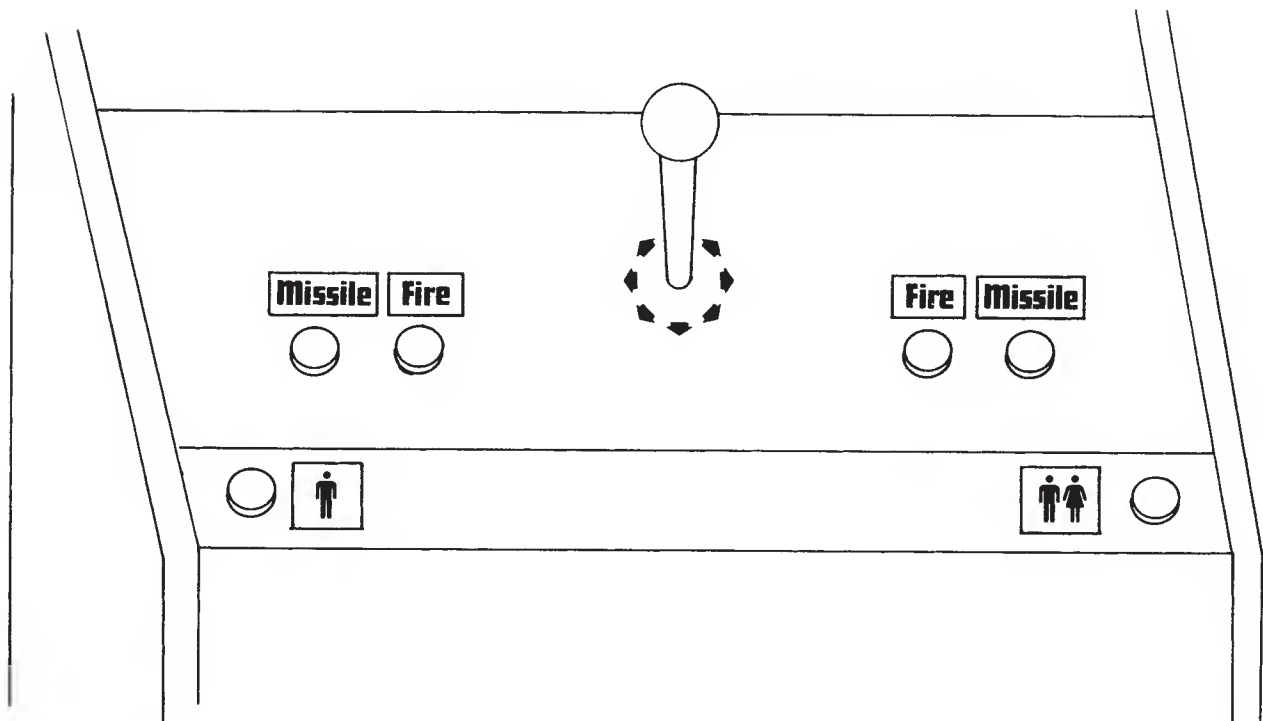
THE P.C. BOARD CAGE SUPPLIED WITH THIS CONVERSION KIT MUST BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.

THIS IS TO AVOID RADIO FREQUENCY RADIATION AND COMPLY WITH THE LIMITS FOR A CLASS "A" COMPUTING DEVICE PURSUANT TO SUB-PART "J" OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE WHEN OPERATED IN A COMMERCIAL ENVIRONMENT.

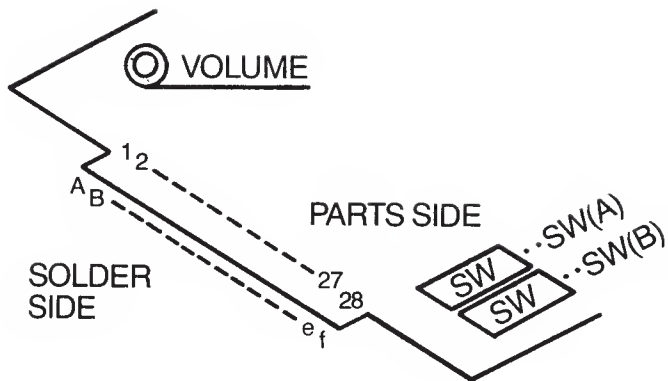
OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE - IN WHICH CASE, THE USER AT HIS OWN EXPENSE, WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

CONTROL PANEL LAYOUT

**THE EIGHT WAY JOYSTICK SHOULD BE
CENTERED ON THE CONTROL PANEL AND THE
FIRE AND MISSILE BUTTONS PLACED AS
SHOWN BELOW:**

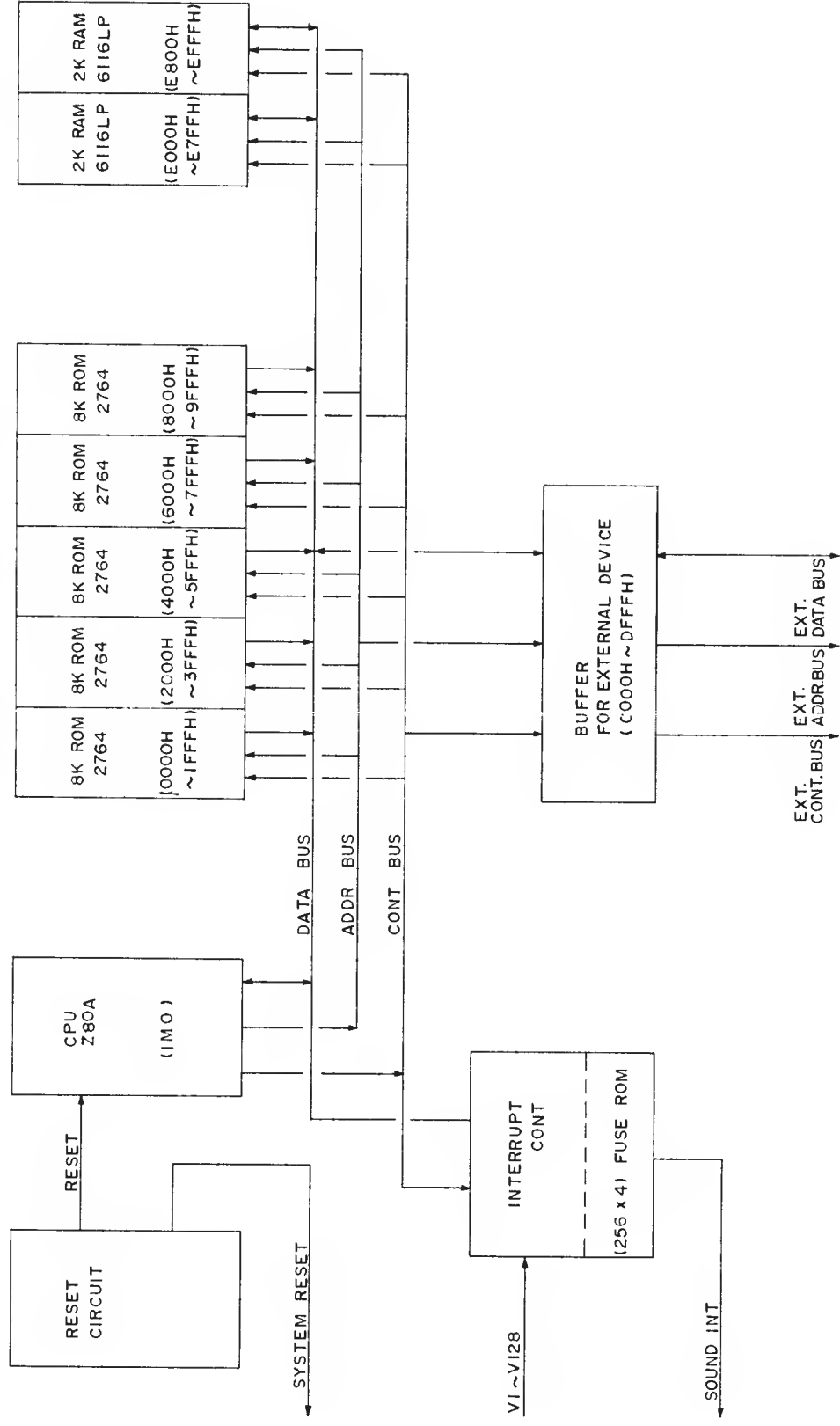


CONNECTOR

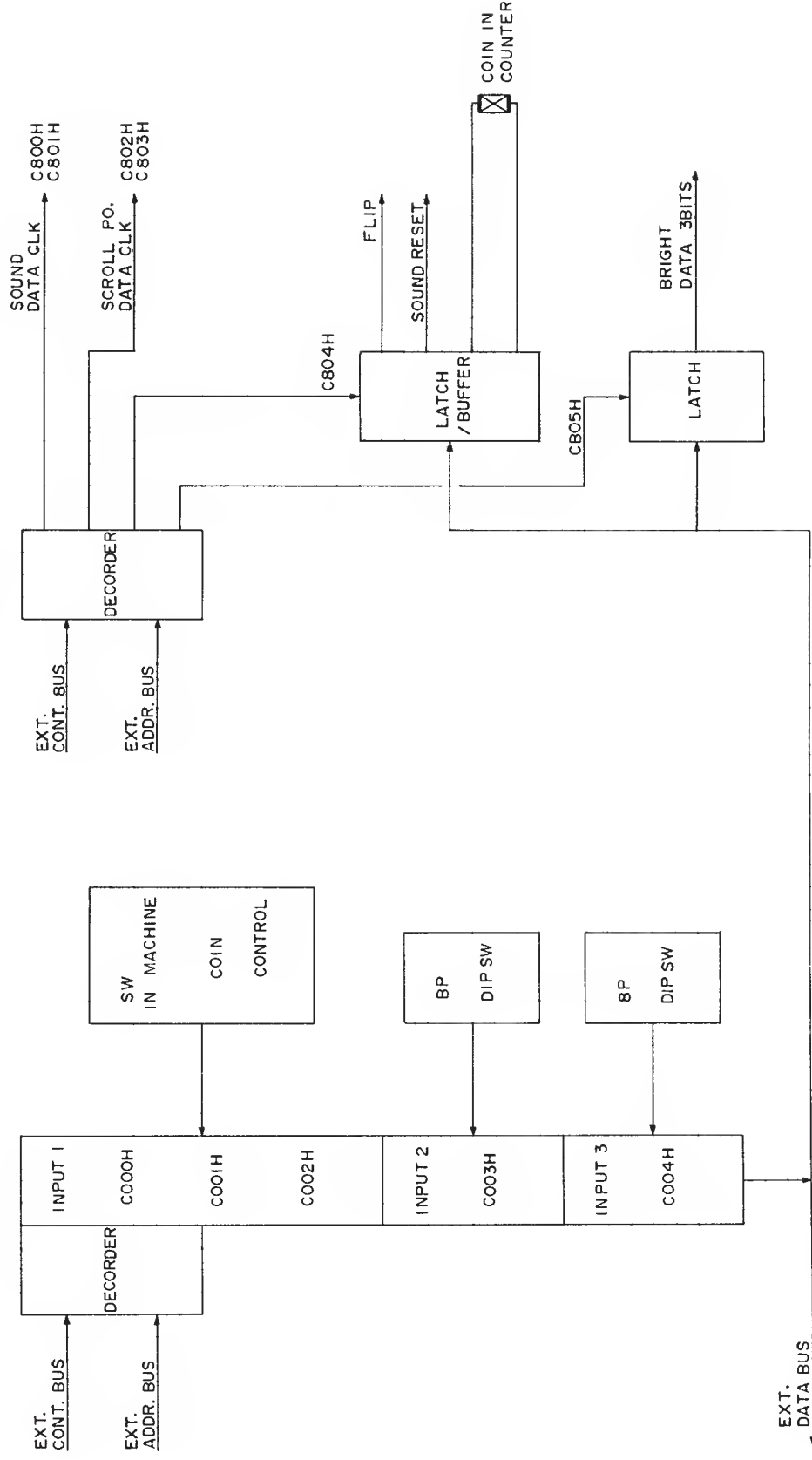


GND	A	1	GND
+5V	B	2	+5V
+12V	C	3	+12V
GND (12V)	D	4	GND (12V)
SPEAKER ⊖	E	5	SPEAKER ⊖
SPEAKER ⊕	F	6	SPEAKER ⊕
COIN COUNTER ⊖	H	7	COIN COUNTER ⊕
		J	8
1P {	SHOOT	K	9 UP SW
	DOWN SW	L	10 LEFT SW
	RIGHT SW	M	11 (GND)
2P {	SHOOT SW	N	12
	DOWN SW	P	13
	RIGHT SW	R	14 (GND)
	2P SW	S	15 (GND)
	1P SW	T	16 (GND)
	COIN SW (1)	U	17 (GND)
	COIN SW (2) (SERVICE SW)	V	18 (GND)
		W	19 1P CANNON
		X	20 2P CANNON
		Y	21 VIDEO GND
VIDEO SIGNAL	Z	22	VIDEO (RED) OUTPUT
VIDEO (GREEN) OUTPUT	a	23	VIDEO (GREEN) OUTPUT
	b	24	
	c	25	
	d	26	
+5V	e	27	+5V
GND	f	28	GND

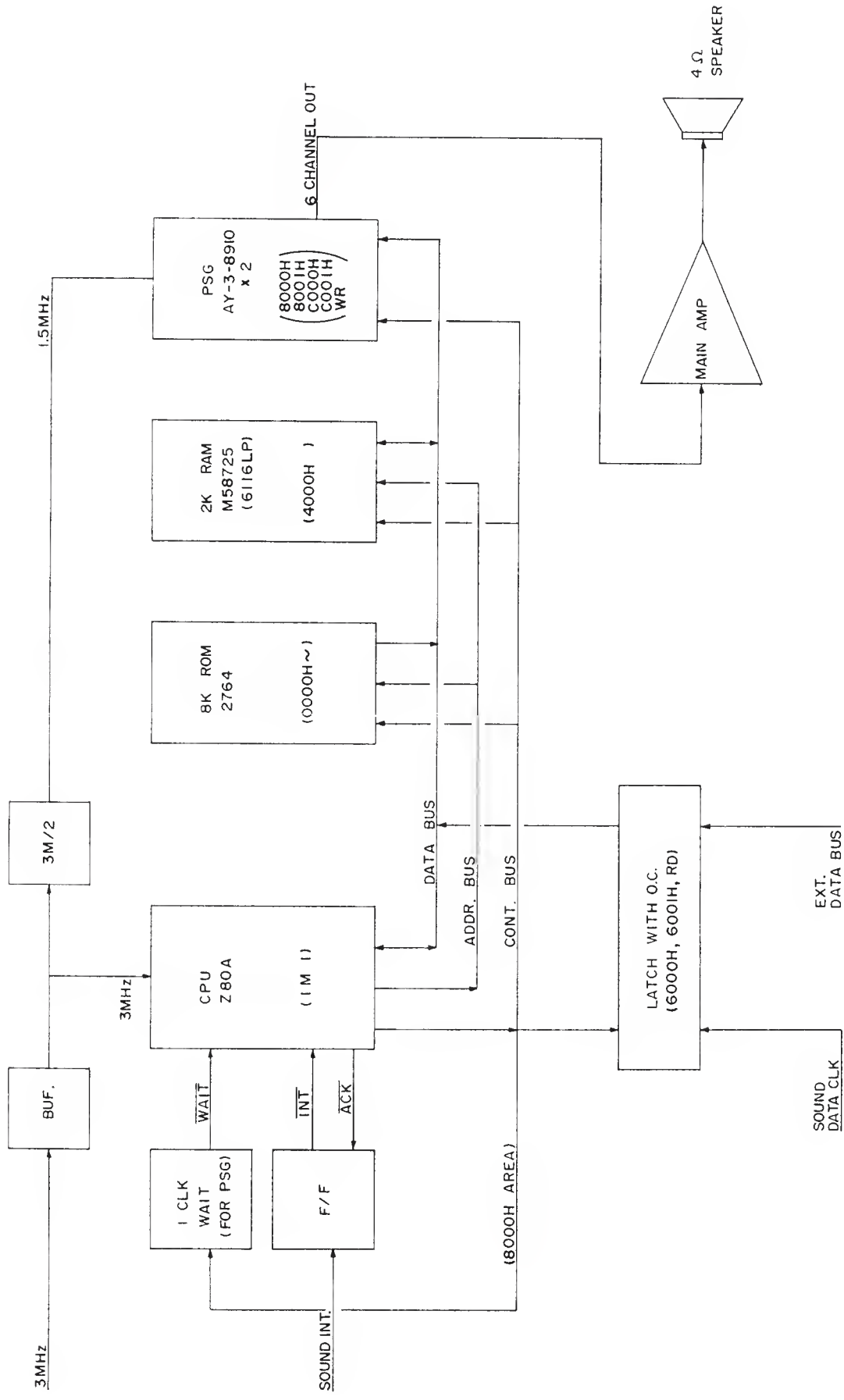
CPU (Z80A) MAIN CONTROL



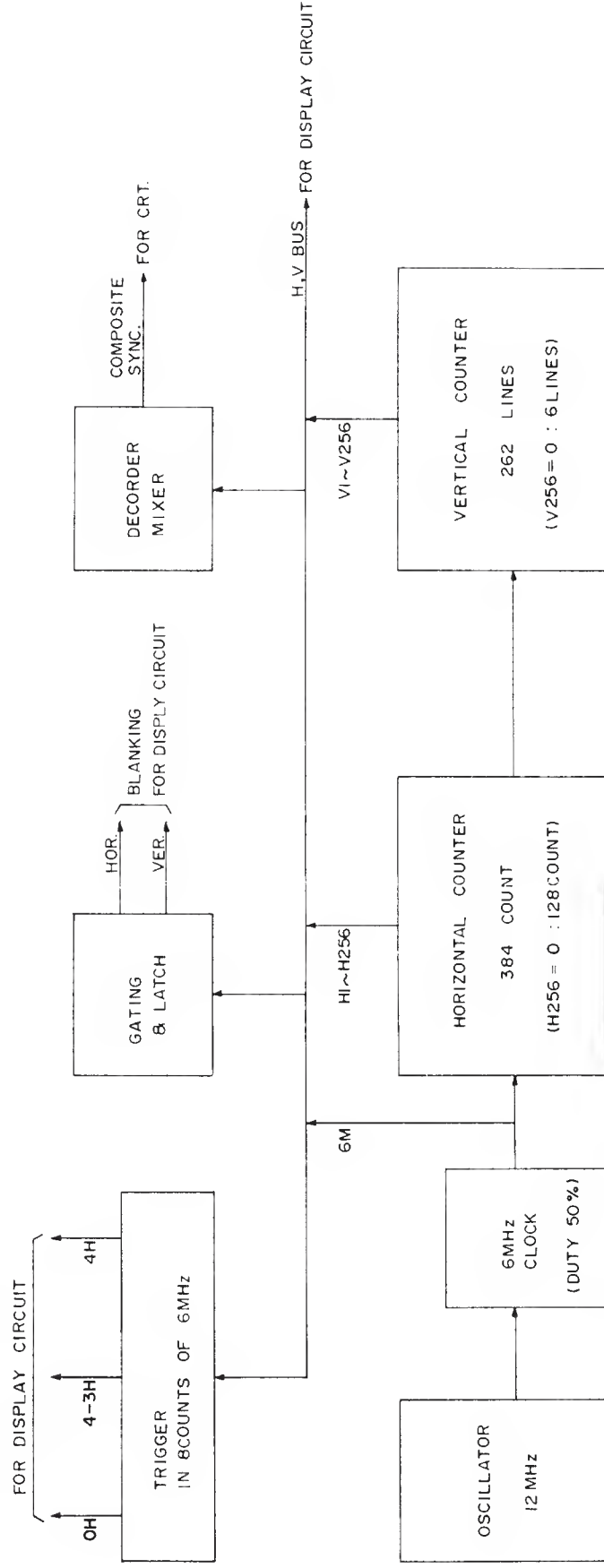
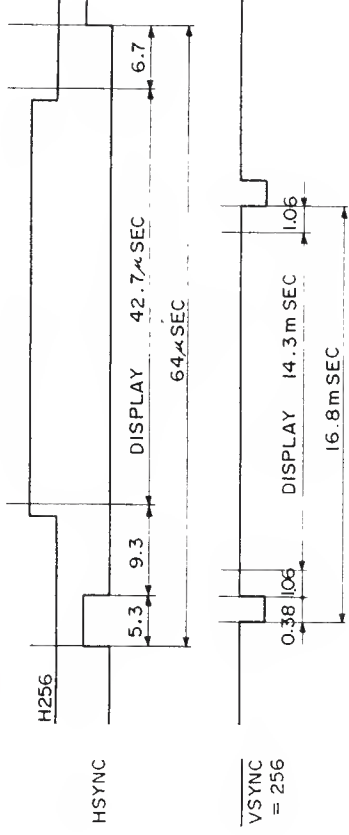
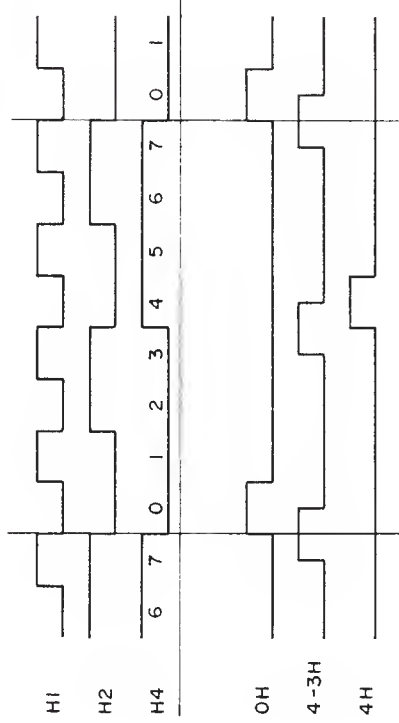
INPUT/OUTPUT



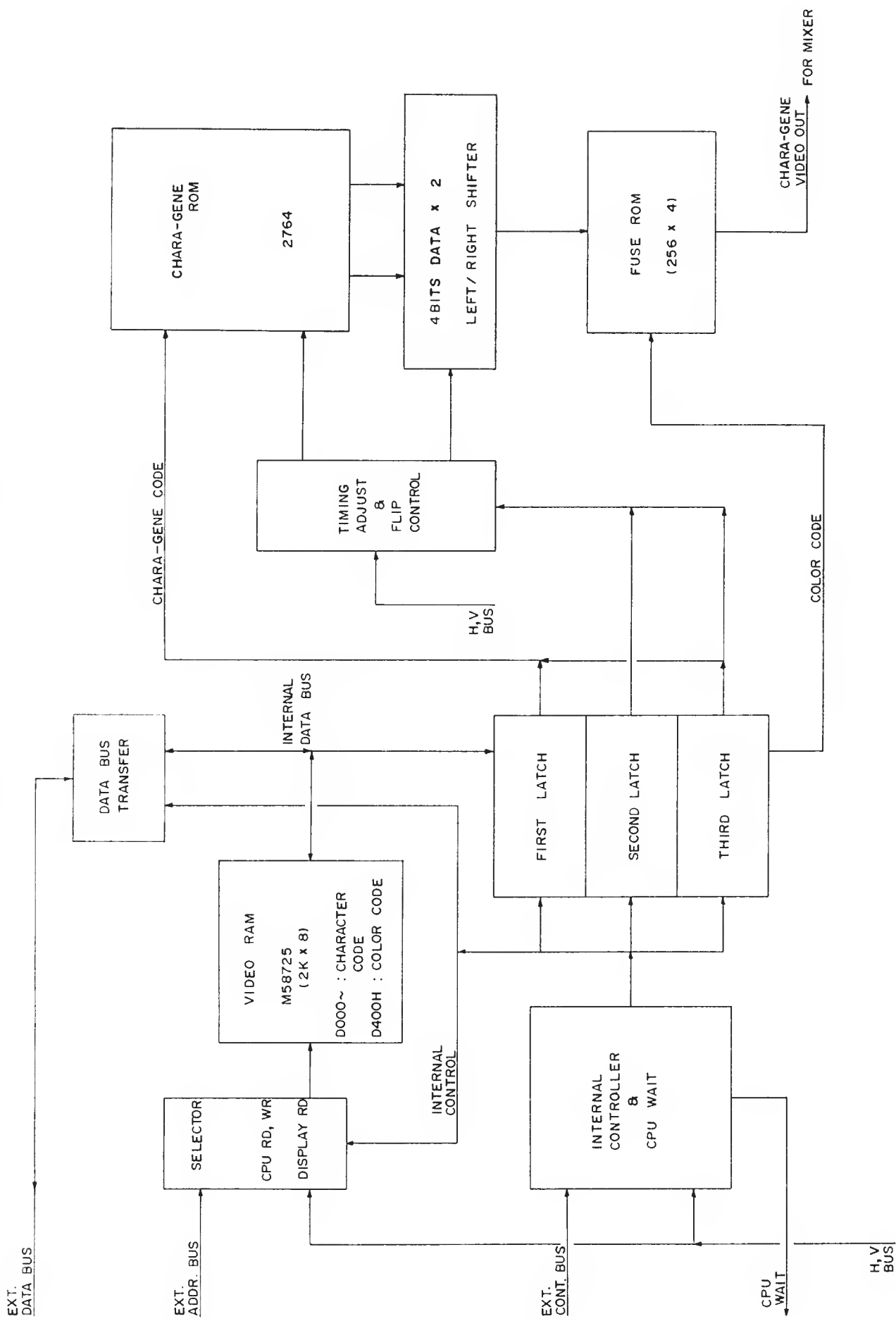
SOUND



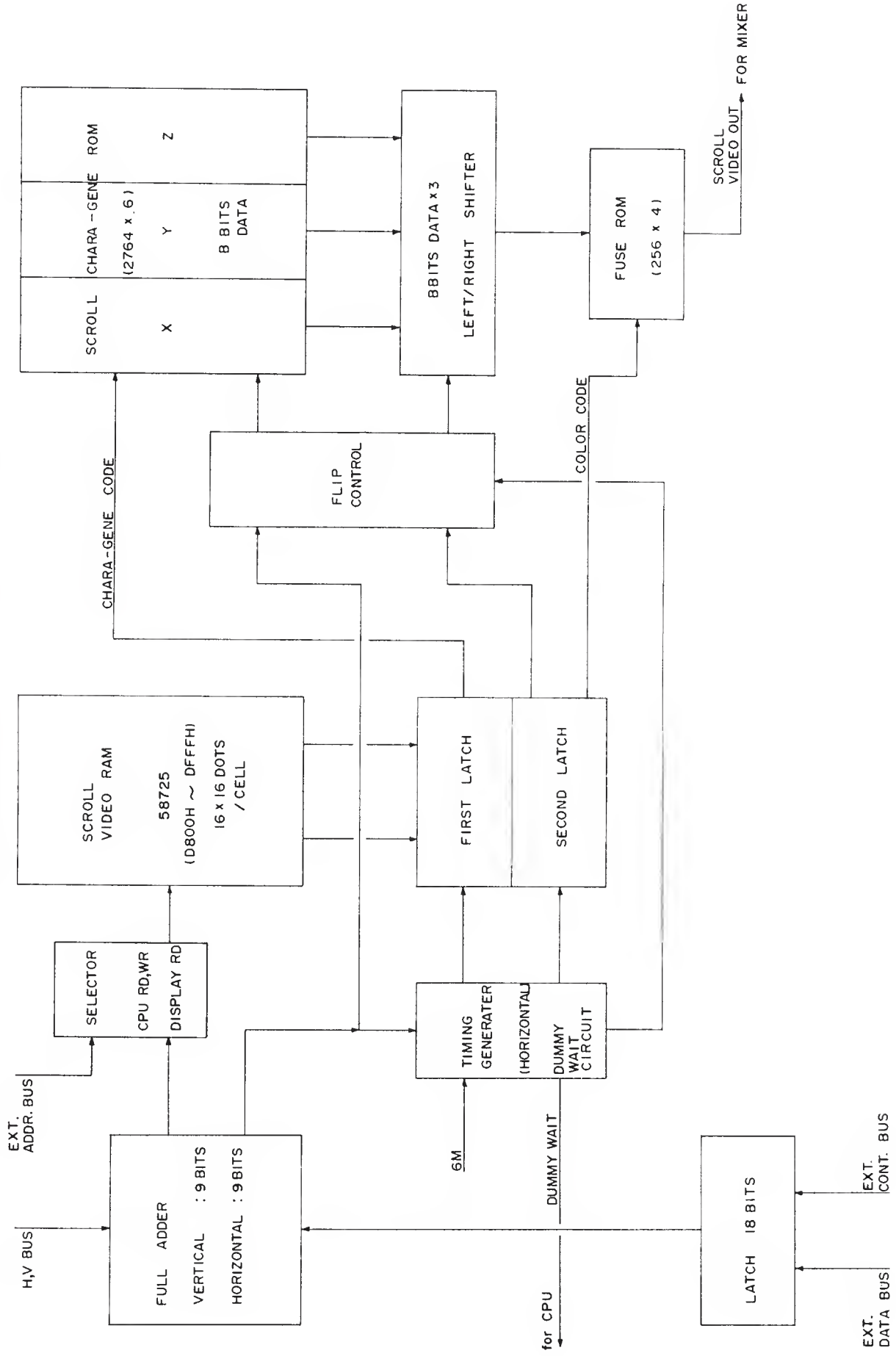
SYNCHRONOUS SIGNALS



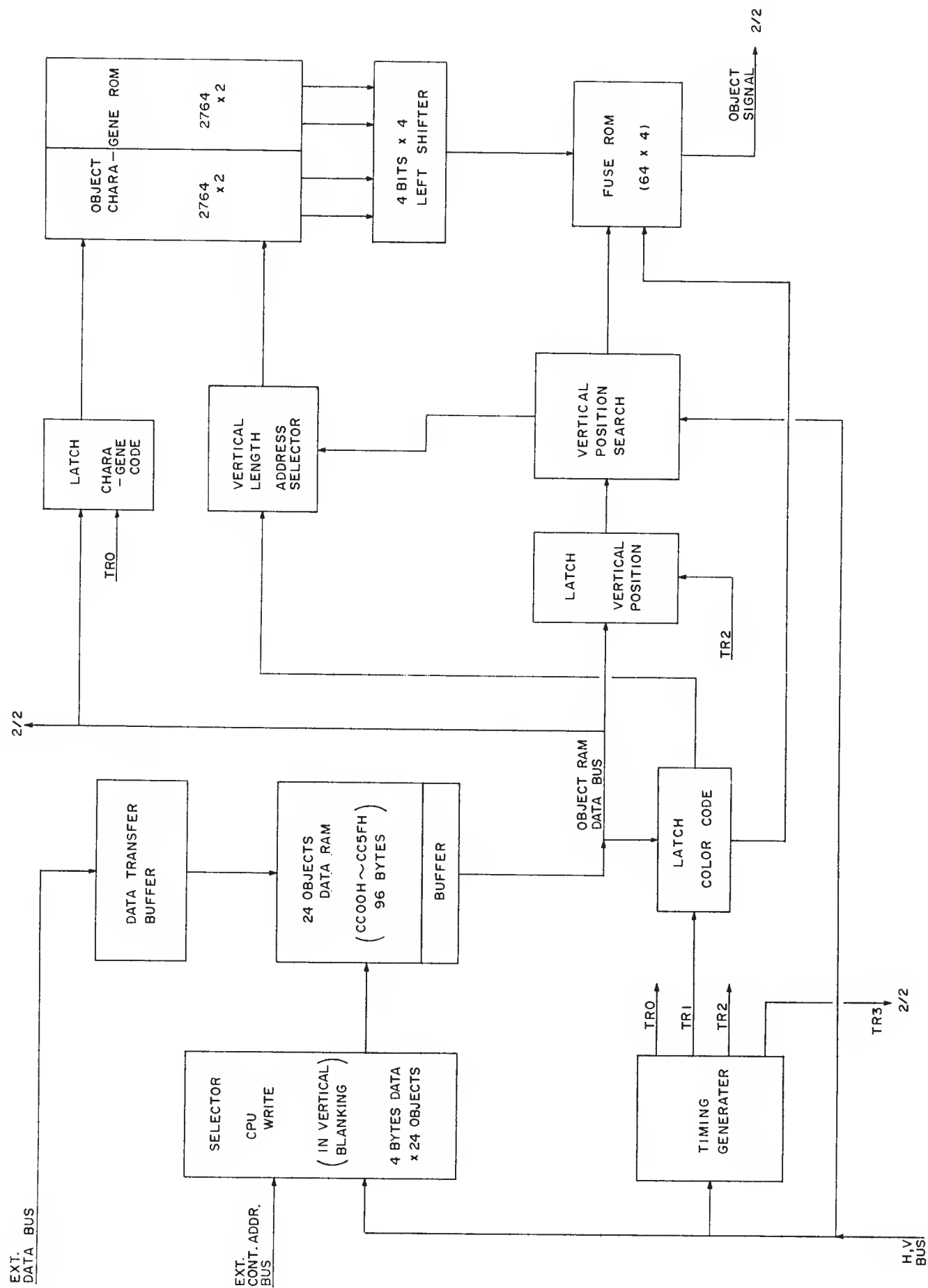
CHARA-GEN SECTION



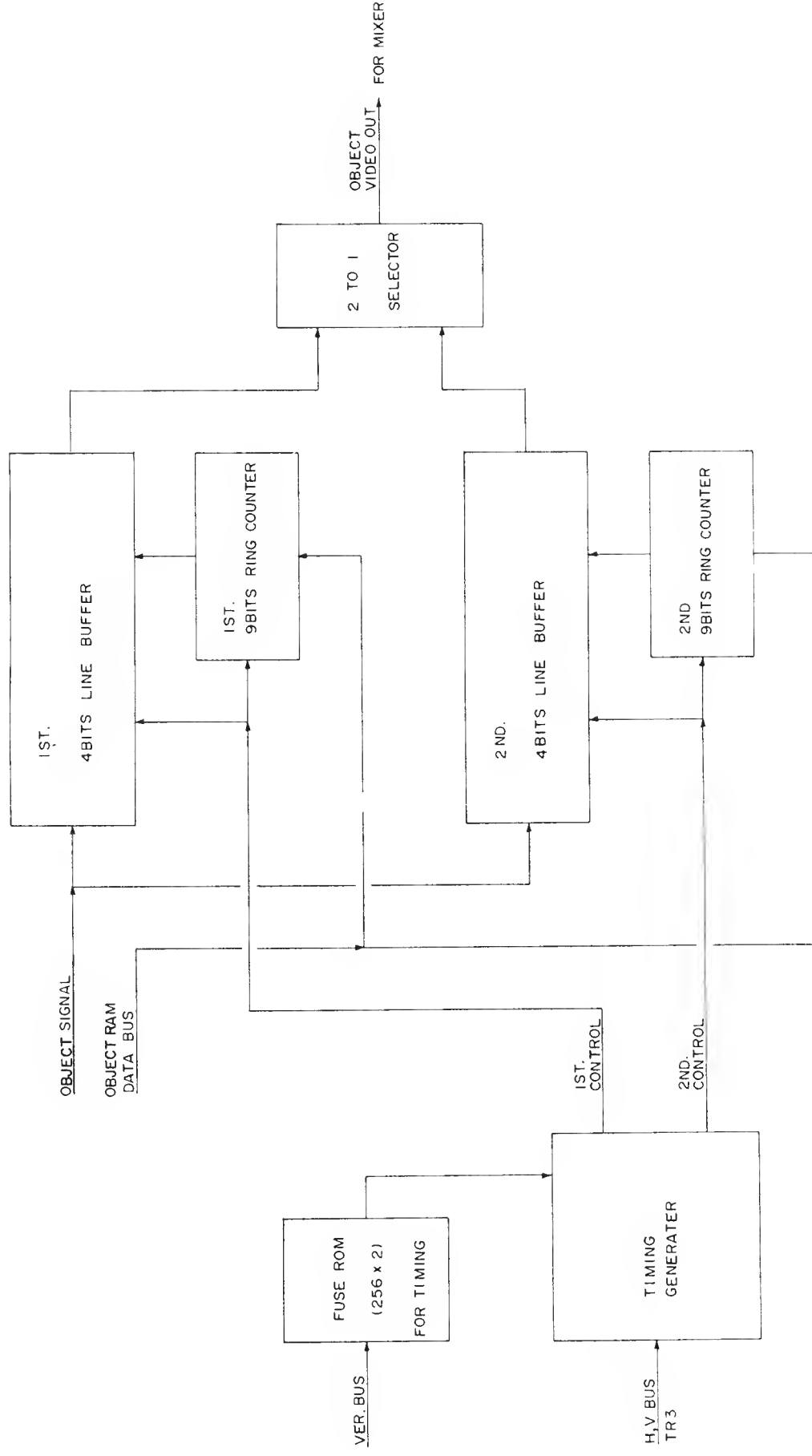
SCROLL VIDEO SECTION



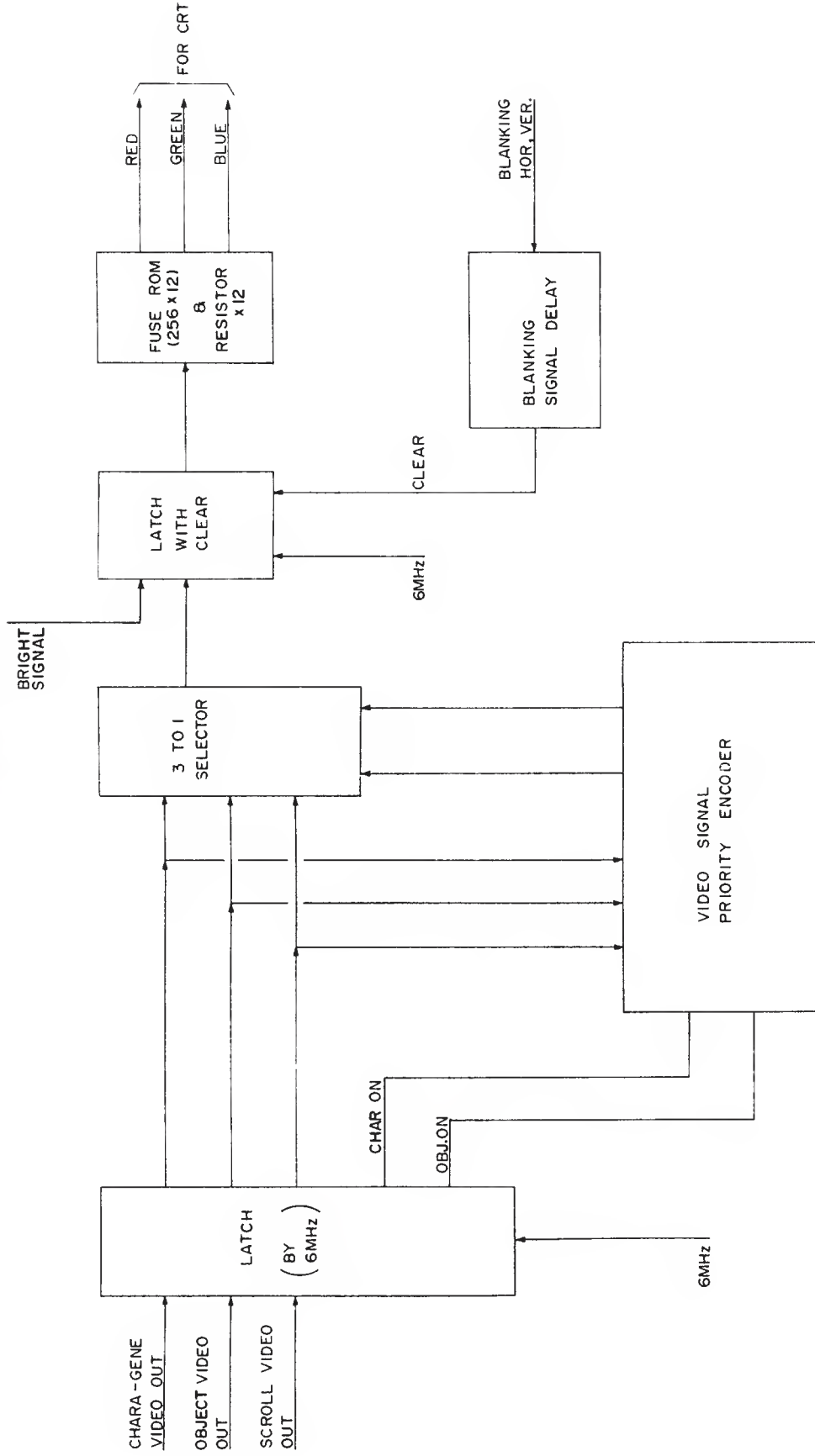
OBJECT VIDEO SECTION 1/2



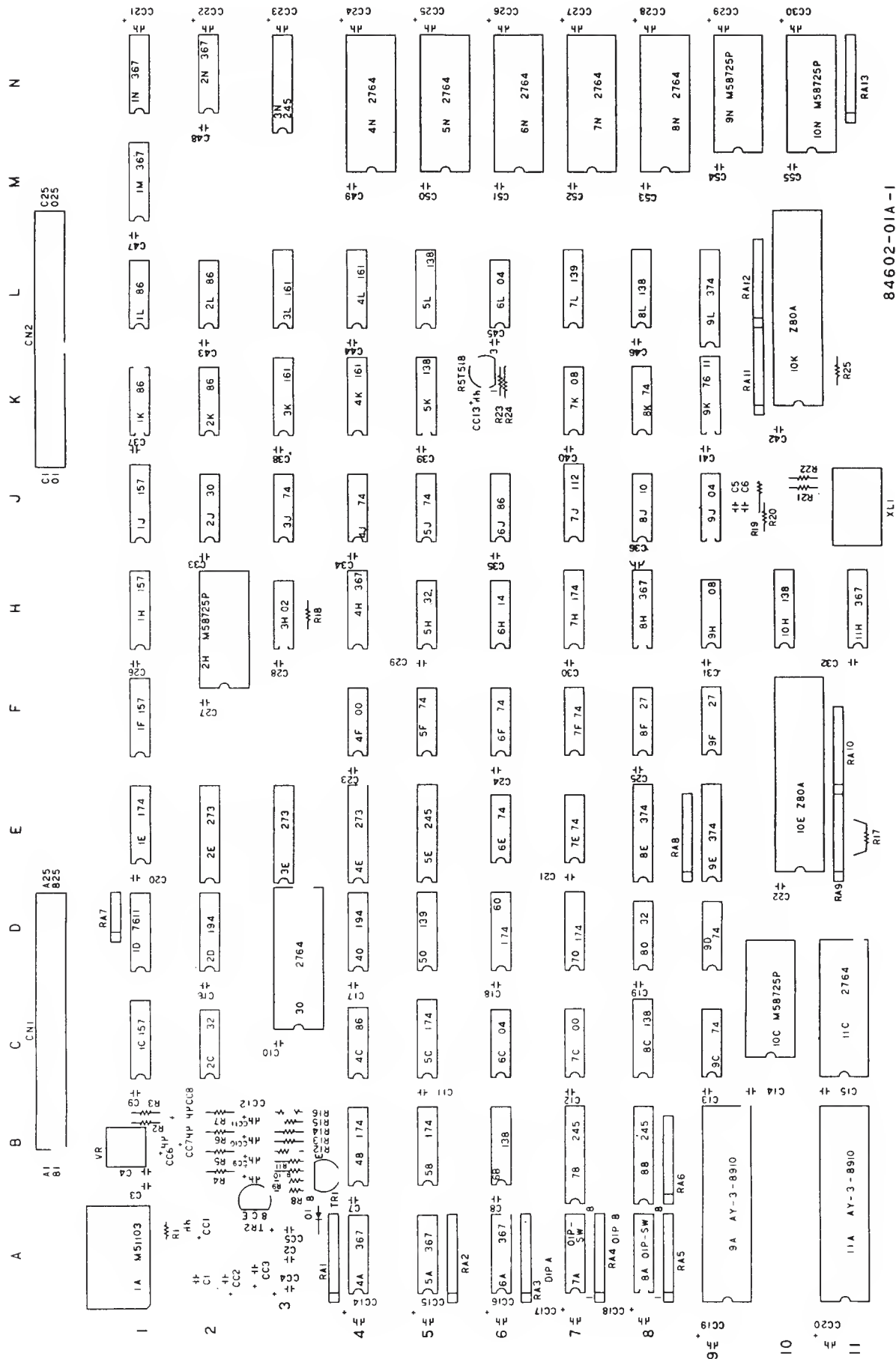
OBJECT VIDEO SECTION 2/2



MIXER



84602-01A-1



84602-02A

